

数独

SUDOKU

by nikoli

What is SUDOKU?

SUDOKU is a fun game of numbers and logic that anyone can play. The object of the game is to place a number in every square of the 9 x 9 game board. But you can't just fill in any number anywhere. Each number from 1 to 9 can only occur once in every horizontal row, vertical column, and 3 x 3 square. Each "level", or grid, begins with a few numbers already in place. You simply have to use a process of elimination to fill in the rest.

This device stores 99 levels in increasing levels of difficulty. Levels 1-20 are for beginners, 21-70 for intermediate players, and 71-99 for advanced players.

Battery Instructions

Your *SUDOKU* requires 2 AA batteries. Before you can get started, you must install the batteries. Replace the batteries as soon as the display begins to dim. Please have a small Phillips screwdriver and the new batteries at hand before following the steps below to install or replace the batteries. **Note:** Please do not use rechargeable batteries.

Warning! If the batteries wear out completely, or if you take more than a few seconds while changing the batteries, you may lose your progress in any levels you have begun.

1. **Turn your unit off and turn it over.**
2. **Use the Phillips screwdriver to loosen the screw from the battery compartment cover, then slide the cover off.**
Remove the old batteries if you are replacing them.
3. **Install the batteries following the polarity (+/-) markings in the battery compartment.**
4. **Replace the battery compartment cover and secure it with the screw.**
5. **After installing the batteries, reset the unit by gently pressing the Reset button with a paper clip.**

The Reset button is located just beneath .

Battery disposal: Do not dispose of batteries with normal household waste. Please obey your local regulations when disposing of used batteries.

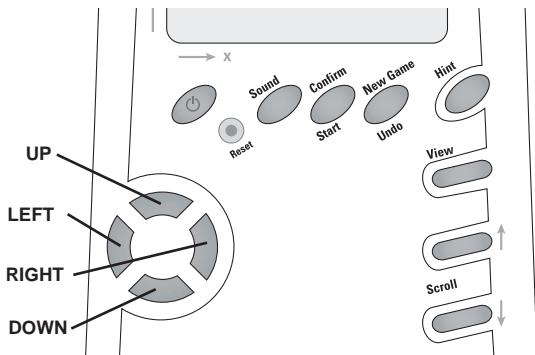
Note: If the keyboard fails to respond or if the screen performs erratically, perform a system reset.

Warning! Pressing the reset button with more than light pressure may permanently disable your unit. In addition, resetting the unit erases your progress in any levels you have begun.

Battery Precautions

- Non-rechargeable batteries are not to be re-charged. Never recharge batteries that come with the device.
- Rechargeable batteries are to be removed from the device before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Different types of batteries, or new and used batteries are not to be mixed.
- The supply terminals are not to be short-circuited.
- Do not expose batteries to direct heat or try to take batteries apart. Follow the battery manufacturer's instructions for battery use.
- Always remove a weak or dead battery from the device.
- To avoid damage caused by leakage of the battery fluid, replace the battery or batteries once every two years regardless of how much the device has been used during that time.
- Should a battery leak, the device may become damaged. Clean the battery compartment immediately, avoiding contact with your skin.
- Keep batteries out of reach of small children. If swallowed, consult a physician immediately.

Key Guide





SOUND

Turns the unit on or off. When you first turn on the unit, you see level 1. After use, the unit resumes to the last screen you were at when you turned it off, so you can continue a level.

Turns the sound on or off. By default, the sound is on. Press **SOUND** to turn it off. Press **SOUND** again to turn it back on.

CONFIRM/ START

Starts a level. After a level is successfully completed, press **CONFIRM/START** to return the level to its initial display.

NEW GAME/ UNDO

During a level, erases the last move. Press and hold for two seconds to return the current level to its initial display.

UP/DOWN/ LEFT/RIGHT

Press **UP** or **DOWN** to select the level (from 1 to 99). During a level, moves the cursor in the indicated direction.

HINT

Displays the correct answer for the square at the current location of the cursor.

VIEW

Flashes the numbers provided at the start of the level. Press **VIEW** again to stop the flashing.

SCROLL ↑

Cycles through the numbers from 1 to 9. Keep pressing **SCROLL ↑** until you reach the number you want. Increases screen contrast before starting a game.

SCROLL ↓

Cycles through the numbers from 9 to 1. Keep pressing **SCROLL ↓** until you reach the number you want. Decreases screen contrast before starting a game.

RESET

Press to reset the unit. Press to reset the unit when it is malfunction.

Playing SUDOKU

1. Press .

The sound icon is displayed above the time counter and level indicator. Level 1 is the default.

To watch a demo, don't press any keys for about 10 seconds.

2. Press **SCROLL ↑** or **↓** to adjust the screen contrast.

The contrast level is indicated by a number at the top of the screen. The default is "4".

3. Press **UP** or **DOWN** to select another level.

Remember, levels 1-20 are for beginners, 21-70 for intermediate players, and 71-99 for advanced players.

4. When you reach the level you want, press CONFIRM/START to begin that level.

Some numbers are already filled in at the start of a level. The missing numbers, indicated by empty squares, are the ones you need to fill in. The cursor, indicated by "-", flashes in the first available square. Note the "X" and "Y" at the bottom left of the screen. These indicate the coordinates of the cursor at all times. The timer does not begin until you fill in your first number.

5. Use the direction keys to move the cursor to the square you want to fill in.

6. Press SCROLL \uparrow or \downarrow repeatedly until you see the number you want to fill in.


Remember the rules of number placement: Each number from 1 to 9 can only occur once in every horizontal row, vertical column, and 3 x 3 block. Press **VIEW** at any time to flash all the numbers provided at the beginning of the level. Press it again to stop the flashing. Hold **HINT** to display the correct answer at the current position of the cursor.

Press **NEW GAME/UNDO** to erase an entered number at the current location of the cursor. Hold **NEW GAME/UNDO** for two seconds to return to the initial screen and select another level. If you stop on a level you have previously completed, "WIN" is displayed at the top left corner of the screen.

7. Repeat steps 4 and 5 until the level is completely filled in.

Press **CONFIRM/START** when the level is complete to check it. You hear a special "win" sound and the next unfinished level is displayed. If there are mistakes, a different tone is heard and your return to the grid to revise your answers.

✓ Automatic Shutoff

If no key is pressed for approximately three minutes, the unit will shut itself off to conserve battery power. Press  to resume playing.

✓ Product Care

- Do not carry your unit in the back pocket of your slacks or trousers.
- Do not drop your unit or apply excessive force to it.
- Do not subject your unit to extreme temperatures.
- Clean your unit with a soft, dry cloth.
- Since your unit is not waterproof, do not use it or store it where fluids can splash onto it.
- Raindrops, water spray, juice, coffee, steam, perspiration, etc. will also cause your unit to malfunction.

Specifications

Model: SDU310 *SUDOKU*

Batteries: 2 x AA

Size: 5.75 x 3.5 x 1 in.

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Note: This device should be disposed through your local electronic product recycling system - do not throw into the trash bin.



Note: Please save all packing materials, as it contains important information.

Disclaimer of Warranties

Except as specifically provided herein, Franklin makes no warranty of any kind, express or implied, with respect to this product.

FCC NOTICE

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.


- Increase the separation between the equipment and receiver.

- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

- Consult the dealer or an experienced radio/TV technician for help.

NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

This unit may change operating modes, lose information stored in memory, or fail to respond due to electrostatic discharge or electrical fast transients. Normal operation of this unit may be re-established by pressing the reset key, by pressing , or by removing and replacing the batteries.

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Rev. B